

CAPTAIN FIZZ

Meets The Blaster-Trons

The message is simple: co-operate or die!

It's double fun and double trouble all the way in Captain Fizz, the most exciting simultaneous two-player game you and a friend are ever likely to play. It's a whole new world of split-screen, high-speed action, as both of you take on the nasty Blaster-Trons infesting the planet Icarus.

Yup, it's a tough mission alright, but you might just win out with the right blend of co-operation, courage, laser-hot reflexes, tactical sense . . . and brains. The action is fast and furious in Captain Fizz, but if you can't work out the right tactics you'll both be dead meat.

There are 20 levels of savage and relentless action to battle through before you reach your objective, the central computer that's causing the evil infestation. You'll never get there, though, unless you put your heads together and co-operate: your buddy can't do it on his own, and neither can you. This is one program where even the easy games are hard. So remember — united you stand, but divided you fall . . .

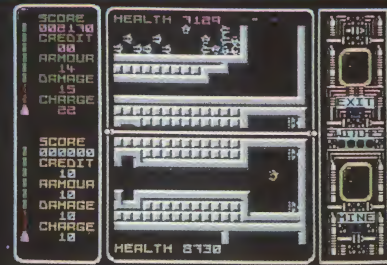
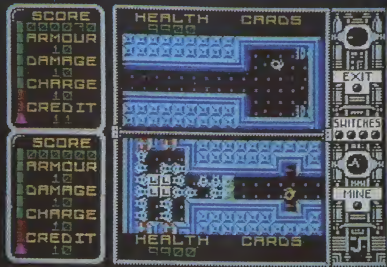
Two joysticks required for two-player game.

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MANUFACTURED IN THE UK

Screen shots taken from the Spectrum, C64, Atari ST formats.



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CAPTAIN FIZZ



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MEETS THE BLASTER-TRONS



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PSYCLAPSE



AN 8-BIT BLITZ FROM PSYCLAPSE

YOUR MISSION is to destroy the master computer by the alien generators on each level, collecting keys and other objects, and by working out how to disarm the planetary defences, the operatives are able to ascend through the floors by means of special lifts. During the struggle, audio signals often indicate the accomplishment of some objective, enabling the operatives to enter lifts, cross barriers and solve puzzles.

LOADING INSTRUCTIONS

C64 Disk: Type → Load "", 8, 1 and press return.

C64 Cassette: Type → Shift & Run/Stop

Spectrum 48k Cassette: Load "" and press enter, then start tape.

Spectrum 128k 1 + 2 Cassette: Use 'Tape Loader' option from startup menu.

Spectrum + 3 Cassette: Use 'Loader' option from startup menu, ensure disk drive is empty, then start tape.

RULES OF ENGAGEMENT

SPECTRUM CONTROLS:

Player 1:- Kempston Joystick
Sinclair Interface II Port # 1
[A] = Player 1 Blitter Bomb

[P] = Pause On/Off
[Q] = Quit Game

Player 2:- Sinclair Interface II Port # 2
Keys: [Z] = Left [X] = Right
[J] = Up [N] = Down
[SPACE] = Fire
[B] = Player 2 Blitter Bomb

Flag Screen 1 = English
2 = French
3 = German
If no key is pressed then default to English.

C64 CONTROLS:

Player 1:- Joystick Port I
Run/Stop - Player 1 Blitter Bomb

[P] = Pause On/Off
[Q] = Quit

Player 2:- Joystick Port II
C (Commodore key) Player 2 Blitter Bomb
Flag Screen F1 = English
F3 = French
F5 = German

WARRANTY LIMITATIONS

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CREDITS

Original code, design and concept by Powerhouse Software Ltd.

Music by: David Whittaker. Cover picture by Melvyn Grant.

C64/Spectrum version by: Clockwise Ltd.

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